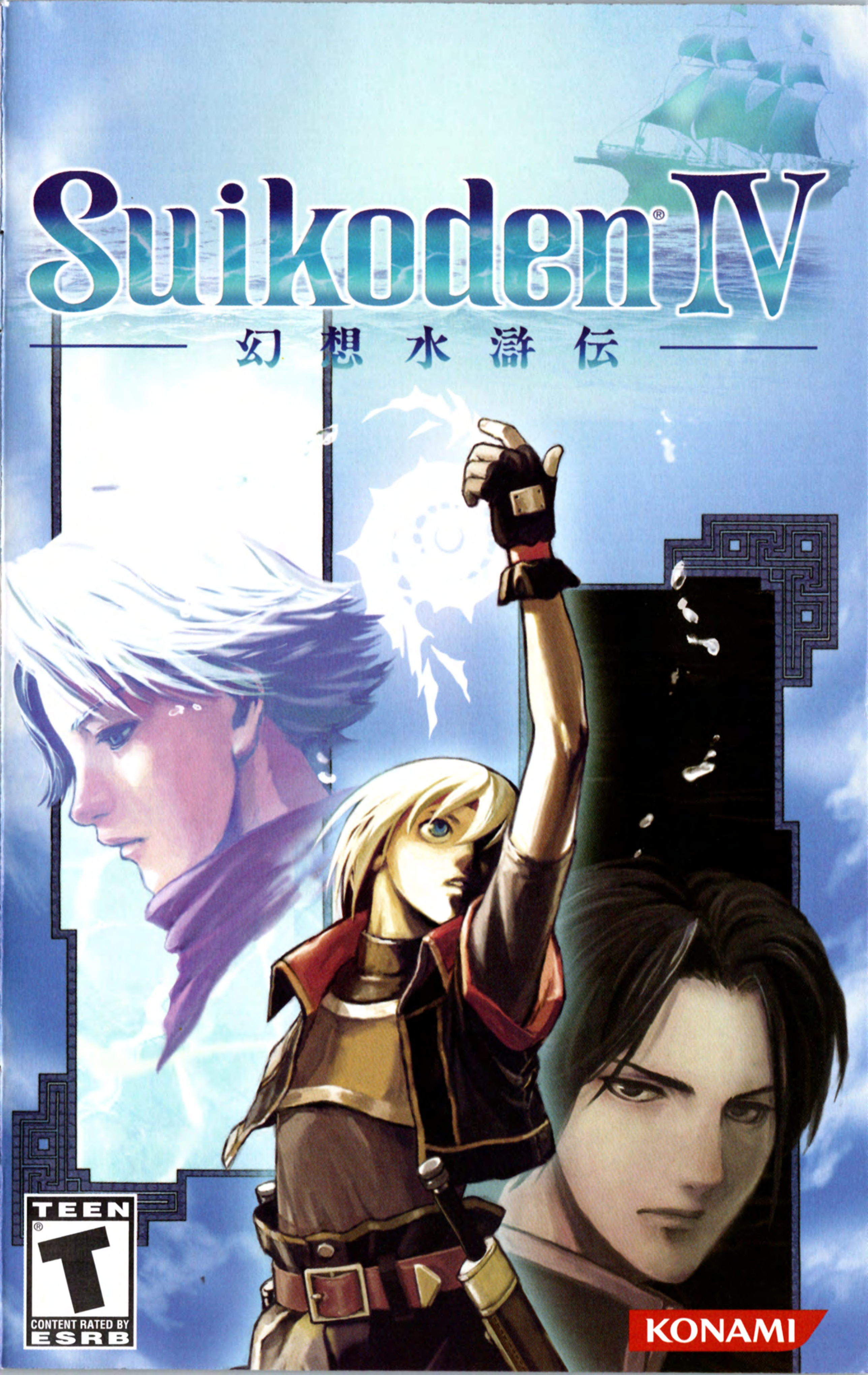
Suikoden® IV

幻想水滸伝



TEEN
T
CONTENT RATED BY ESRB

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Contents

Getting Started 2

Controls 3

Prologue 4

Starting the Game 6

Main Menu 7

Rune Magic 10

Group Battles 12

Status Indicators 16

Sea Battles 18

One-on-One Duels 20

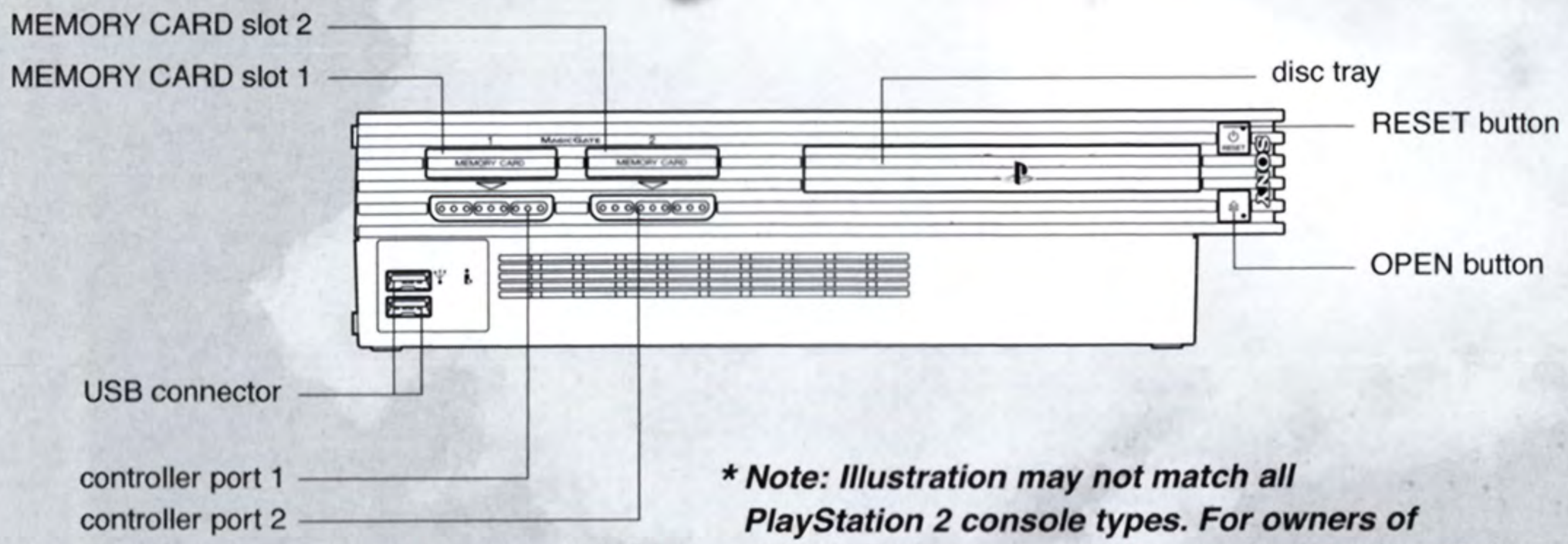
Ship Travel 21

Facilities 22

Progressive Scan Mode . . 23

Credits 24

Getting Started



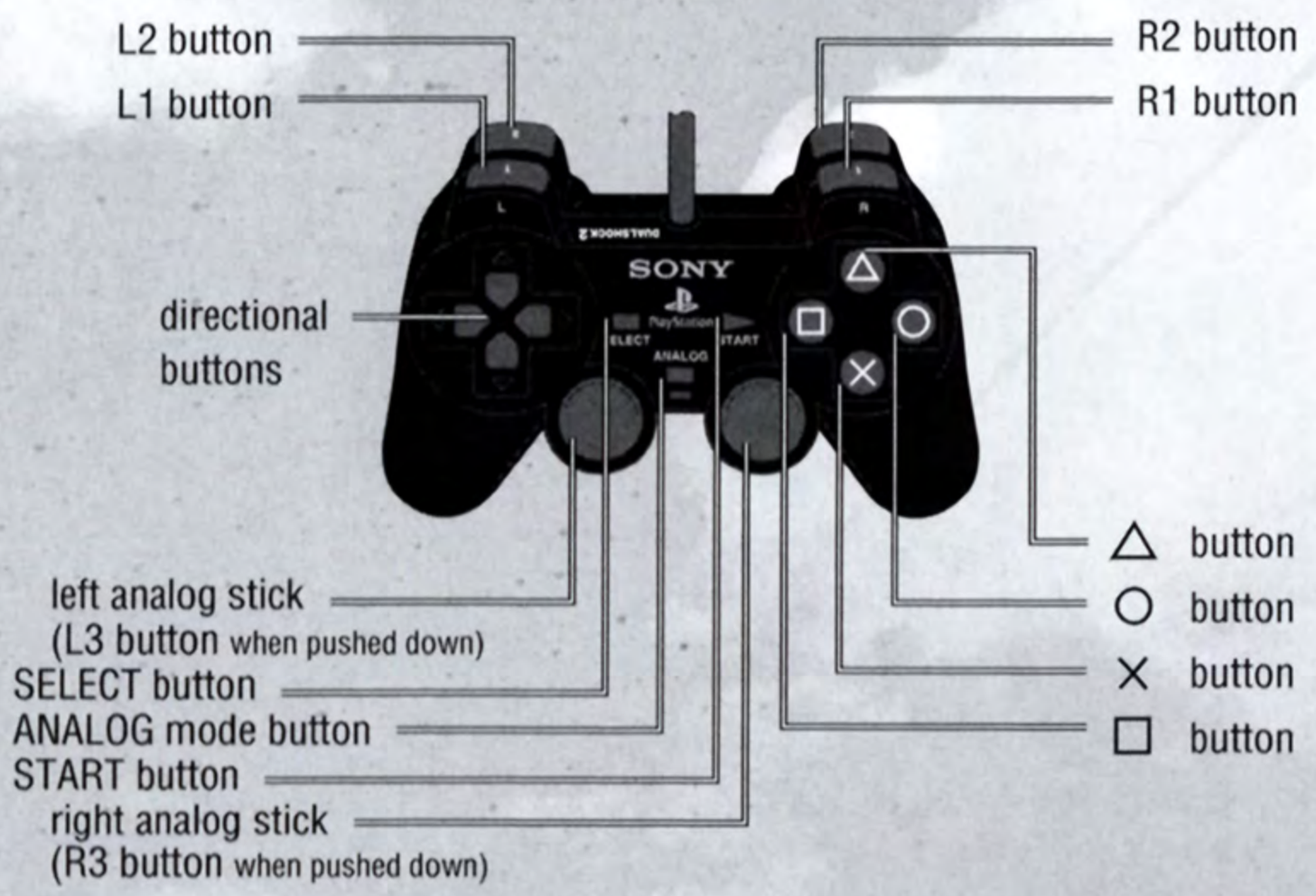
**** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the *SUIKODEN®IV* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

Controls

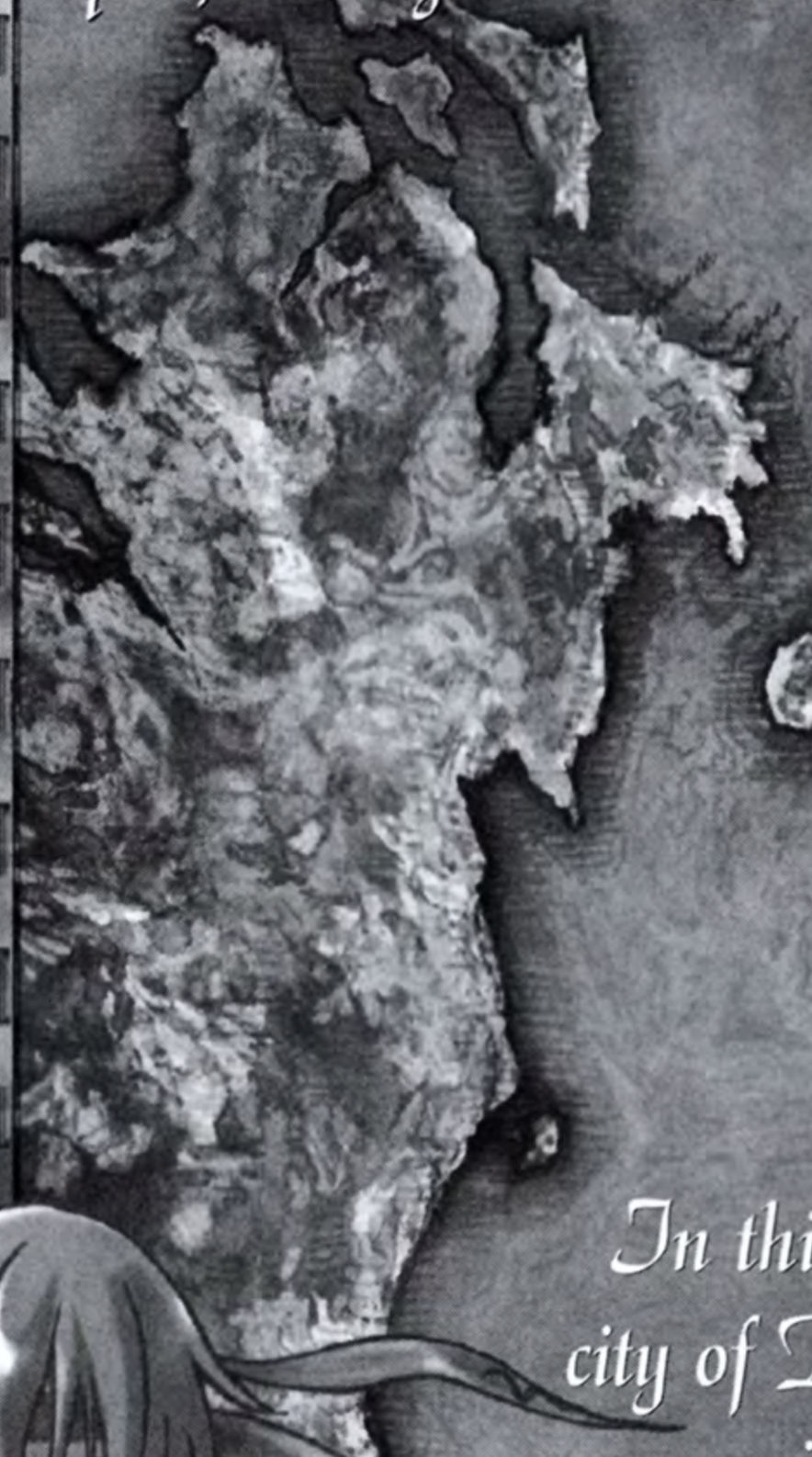


	Menus	Field Map	World map
◎ button	-	-	Display Map
⊗ button	Accept	Action (Search, Talk, Open, etc.)	-
□ button	-	Display Menu	Display Menu
△ button	Cancel	Hold to walk	-
R1 button	-	Hold to run	Hold to sail faster
R2 button	-	Toggle map display	Toggle map display
L1 button	-	Toggle view	Toggle view
L2 button	-	-	-
directional button	Select	Move character	Move ship
right analog stick	-	Move camera	Move camera
left analog stick	Select	Move character	Move ship
SELECT button	-	-	-
START button	-	-	-

- *The mode indicator will always be lit.*
- *Vibration can be turned on or off in the Options Menu, which can be accessed from the Main Menu.*
- *Only controller port 1 is used in this game.*

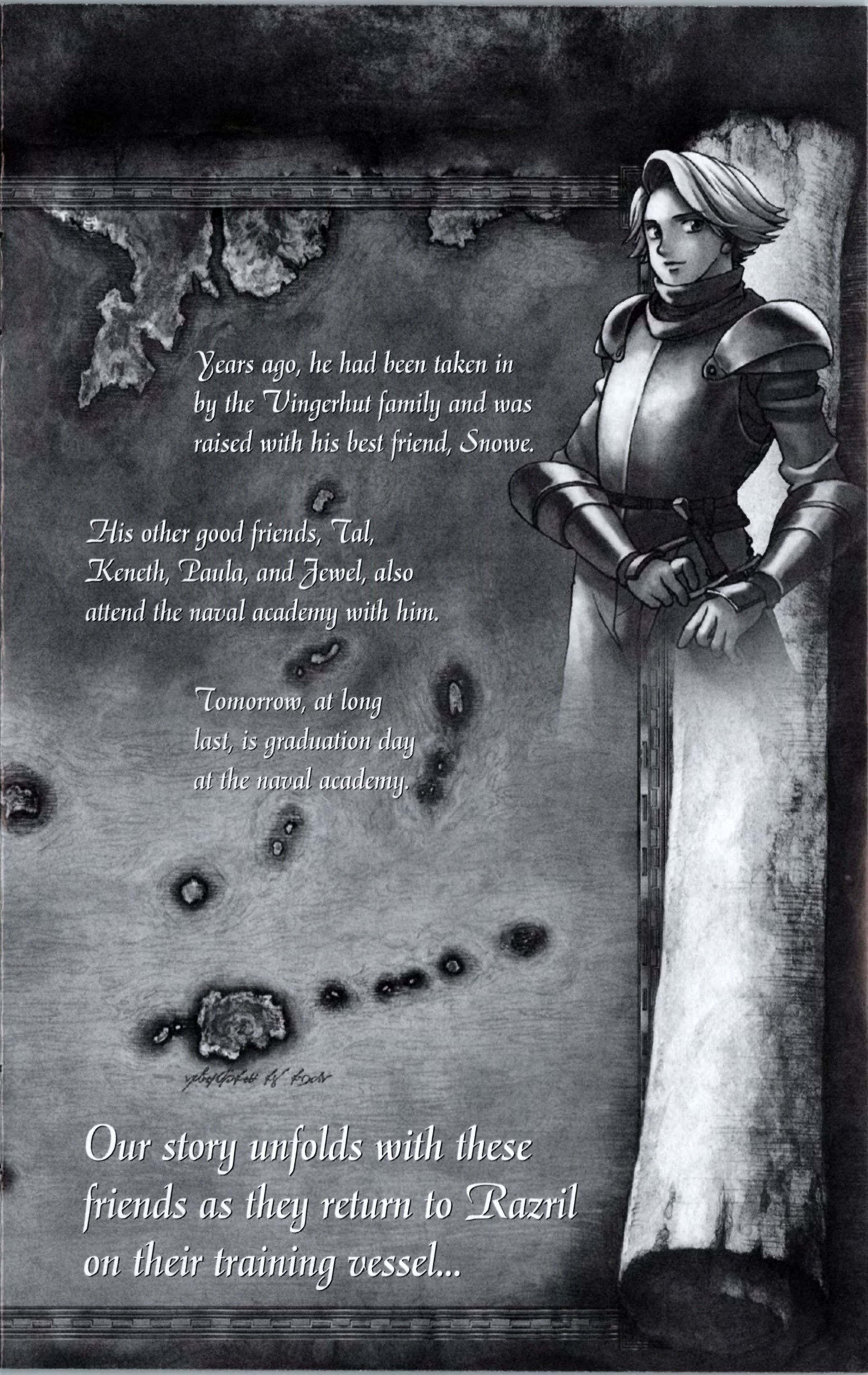
Prologue

Spread across the great sea lies a cluster of small islands known as the Island Nations. These islands mainly consist of several independent city-states, which, over the years, have developed a steady maritime economy with each other. There have been occasional scuffles and disagreements among these nations in the past, but for the most part, the Island Nations enjoy a quiet, sovereign existence.



Towards the west of the great sea lies an island nation called Gaien.

In this nation stands the city of Razril, where an unassuming young man trains diligently at the naval academy there, soon to become a Knight of Gaien.


Years ago, he had been taken in by the Vingerhut family and was raised with his best friend, Snowe.
His other good friends, Tal, Keneth, Paula, and Jewel, also attend the naval academy with him.
Tomorrow, at long last, is graduation day at the naval academy.
Our story unfolds with these friends as they return to Razril on their training vessel...

Starting the Game

Please select NEW GAME to embark on a new journey or CONTINUE to pick up from a previously saved game.

New Game

The game starts after the hero's name has been entered.

The following game settings can be changed after the game is started by selecting Options from the Main Menu:

Display Message	Scrolling / Show All
Camera Mode	Fixed / Free
Set Vibration	ON / OFF
Screen Adjust	Adjust screen
Sound Output	Stereo / Mono
BGM Volume	Quiet ⟷ Loud
SFX Volume	Quiet ⟷ Loud
Voice Volume	Quiet ⟷ Loud
Hero's Voice	Voice A / Voice B / OFF

Saving the Game

You can save your progress at any of the Traveler's Orbs that are scattered throughout the world. You can also find them at the various town inns. To save while at sea, simply press the ■ button and select Save from the menu.

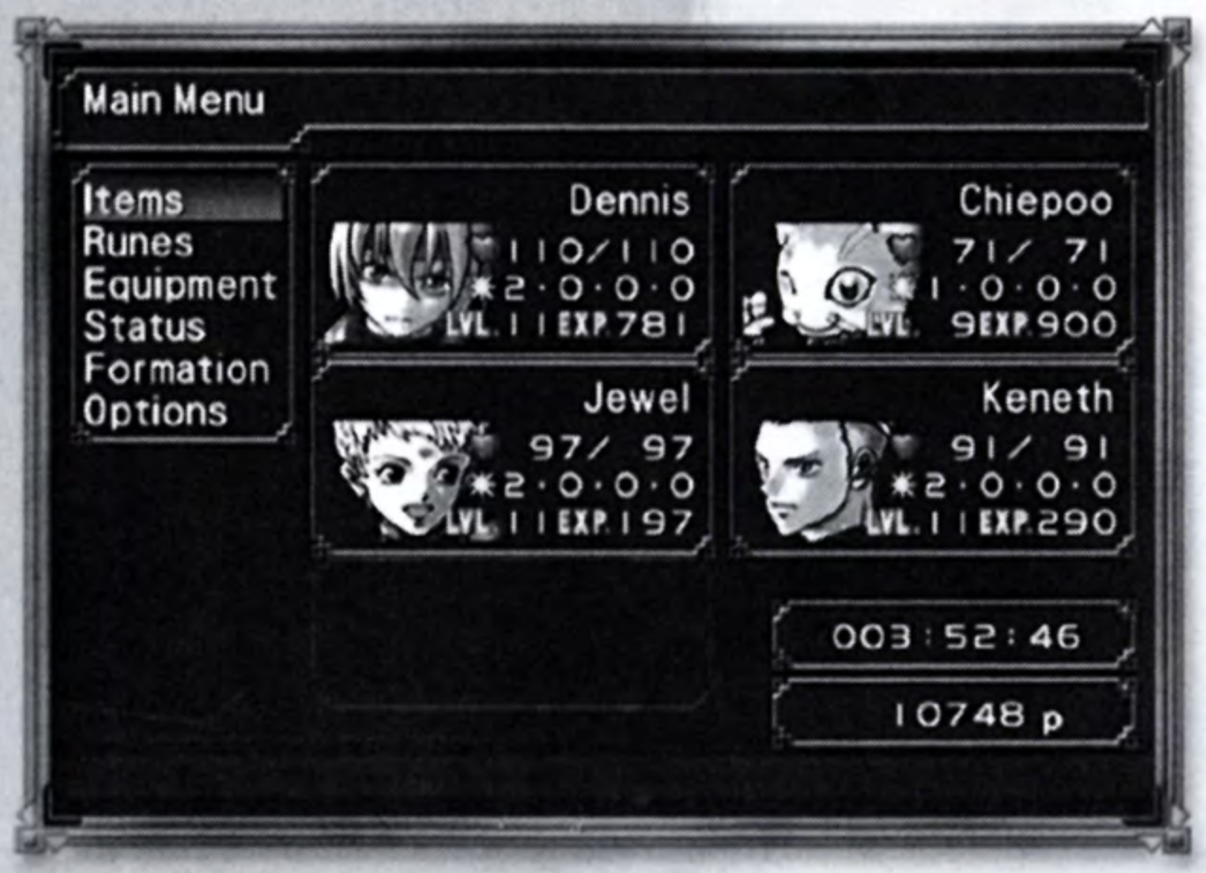
Please note that 99KB of free memory is required to save to the memory card (8MB) (for PlayStation®2).

Main Menu

Map

Traveler's Orb
Save game progress using this orb. There are some areas that do not have Traveler's Orbs, so make sure to save whenever possible.

Controlled character



Press the ■ button to display the Main Menu.

Main Menu Contents

Items

Usable Items	Items that can be used on the map.
Equippable Items	Items that can be equipped.
Sealed Orbs	A Rune smith can attach the power of a Rune to a character.
Rune Pieces	A blacksmith can attach a Rune piece to a weapon.
Material	Armor can be created by taking it to a certain character.
Antiques	Unknown items can be identified by an appraiser.
Tradable Items	Earn money by skillfully buying and selling this merchandise.
Other	Miscellaneous items.
Full Inventory	A full list of items.
Rare Items	Special items that are important to the story.

Runes

First, select a character whose Rune you wish to cast. Then, select the Rune and the desired Rune magic spell. In order for Rune magic to be cast, the Rune must be attached to the character. It is possible to attach Runes to the forehead, right hand, or left hand. There are 4 different levels of magic spells for most Runes. A character's ability will determine the number of spells that can be cast for each level. When a spell is cast, this number decreases, and when the number reaches zero, that level spell can no longer be cast. Spell points can be replenished by staying at an inn or using certain items.

Equipment

To equip armor, select a character that you would like to have equipped and then select where you would like to equip armor. After doing so, a list of equippable items will appear. Certain characters may have armor that cannot be changed. Select "Equip Best" to equip the character with the most appropriate available armor.

Status

Check the status of your party.

Formation

Adjust your party's battle positions.

Options

See "New Game" on Page 6 for information on option settings.

Ship Menu Contents

While sailing on a ship, the following commands appear:

Anchor

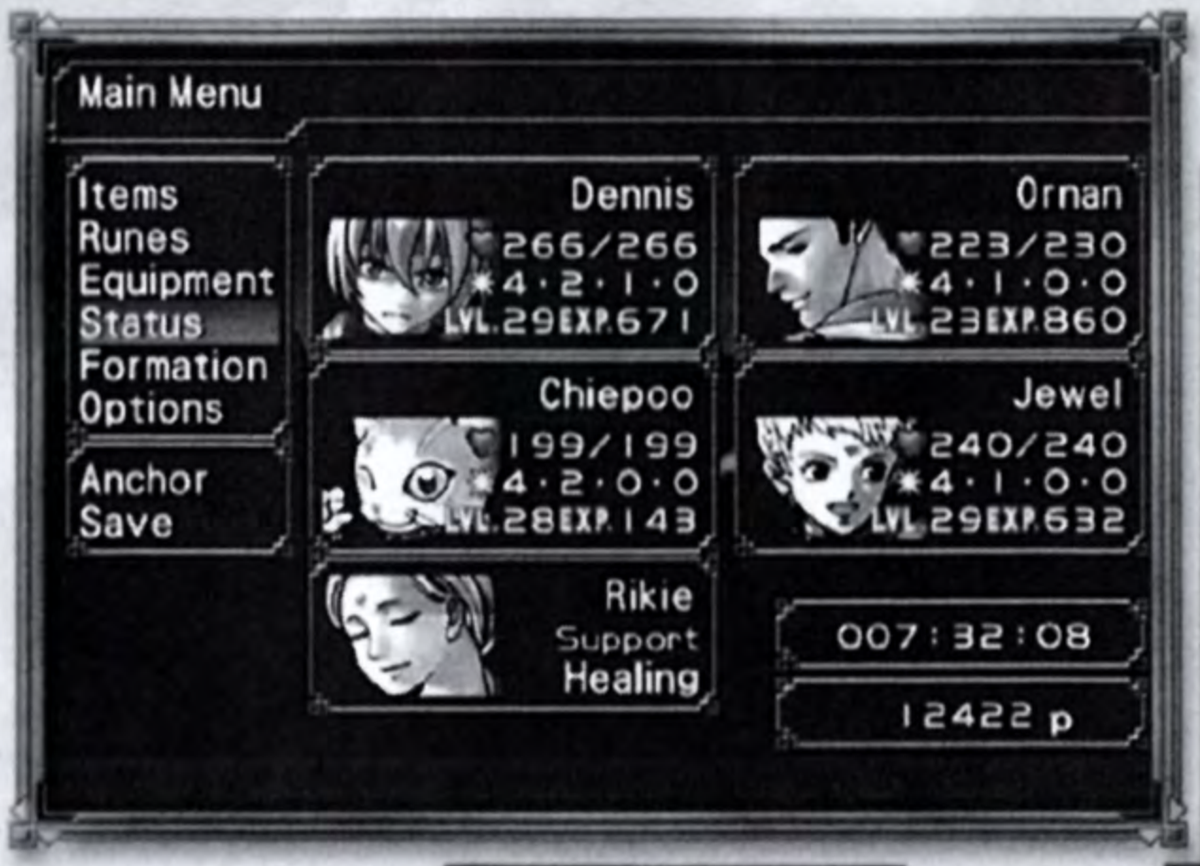
While sailing on a ship, this will cast the anchor and allow you to explore the ship.

Depart

When exploring the ship at sea, choose to raise the anchor and set sail.

Save

Save game progress.



Rune Magic

This is a list of some of the main Runes and their effects. Healing type Runes, like Water Runes, can also be used outside of battle. In order to use Rune magic, the character must have the Rune equipped. After obtaining a sealed Rune, visit a Rune Master to have the Rune equipped.

Fire Rune

Area effect attack magic

LV1 Flaming Arrows	100HP damage to one enemy.
LV2 Dancing Flames	150HP damage to all enemies.
LV3 Blazing Wall	300HP damage to all enemies.
LV4 Explosion	500HP damage to all enemies.

Lightining Rune

Single target attack magic

LV1 Beserk Blow	100HP damage to all enemies.
LV2 Thunder Runner	300HP damage to one enemy.
LV3 Soaring Bolt	600HP damage to one enemy.
LV4 Furious Blow	900HP damage to one enemy.

Water Rune

Healing magic

LV1 Kindness Drops	Recover HP and cure status of one party member.
LV2 Breath of Ice	100HP damage to all enemies.
LV3 Kindness Rain	Recover HP and cure status of all party members.
LV4 Silent Lake	Temporarily suppress magic for all.

Wind Rune

Combination of attack, healing, and special magic

LV1 Wind of Sleep	Put all enemies to sleep.
LV2 Healing Wind	Recover HP and cure status of one party member.
LV3 The Shredding	300HP damage to all enemies.
LV4 Funeral Wind	300HP damage and possible instant death to one enemy.

Earth Rune

Support magic

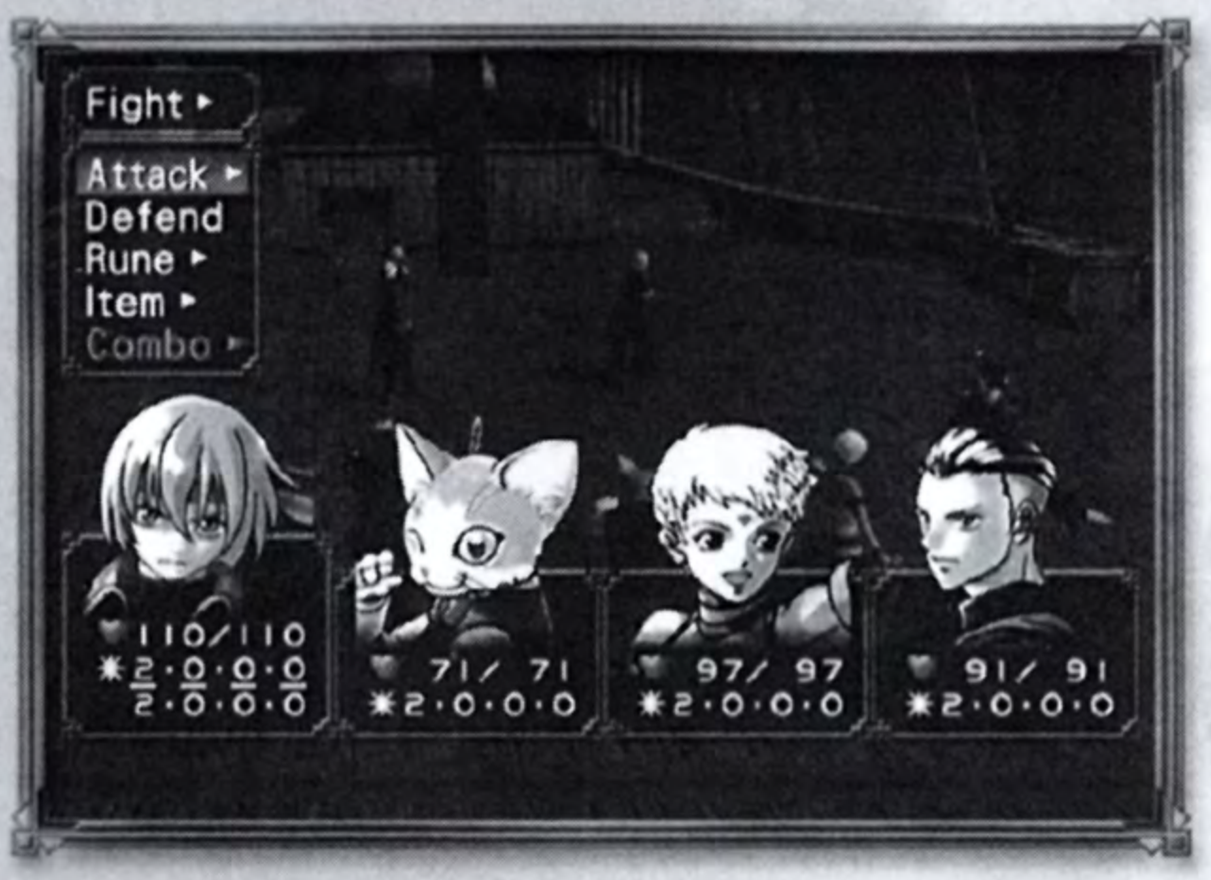
LV1 Clay Guardian	Increase physical and magical defense by 30%.
LV2 Vengeful Child	Defend against one magic attack for one party member.
LV3 Guardian Earth	Cure all status ailments for party members.
LV4 Earthquake	800HP damage to all earthbound enemies.

Whether you have one Rune or three equipped, you still have the same amount of MP to use. The four numbers in your status indicate the number of times you can cast a spell of that level before needing to rest.

Group Battles

Throughout your journey, random battles will occur, and the screen will change to a battle screen. During a battle, your objective is to select various battle commands in order to complete the battle. If your characters are victorious, they may be rewarded with experience points, items, and/or money (also called Potch).

Group battles will commence when there is a random encounter on the field. Characters will level up and become stronger as they gain more experience points from these battles.



Battle Commands

Fight

Attack	Use a standard weapon attack.
Defend	Reduce enemy's attack damage.
Rune	Use Rune magic.
Item	Select and use an item.
Combo	Use a cooperative attack.

Retreat

Choose to escape from a battle. There is a chance that you will not be able to run away from the battle.

Release

When battling weaker enemies, you can choose to release them from the fight.

Potch

Bribe the enemy with Potch to end a battle.

Rush

Concentrate all your party's power onto one character to perform a powerful attack on all enemies.

Auto

All party members will perform standard weapon attacks.

Switch

Change to another party to continue the battle.
This option is only available at the main base.

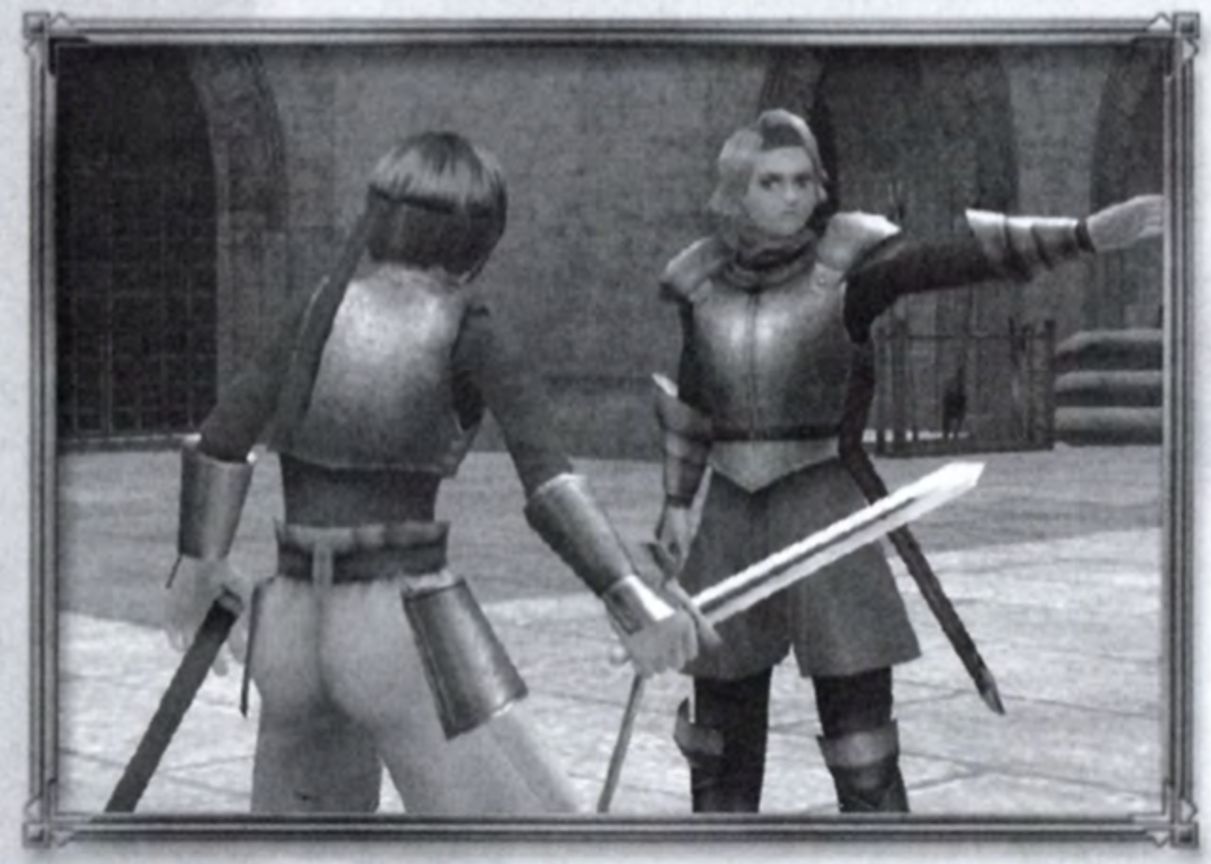
Combination Magic

Combination magic can occur when two Level 4 Rune magic spells are cast simultaneously. When this condition is met, the player will be able to combine magic spells, creating an even more powerful effect.

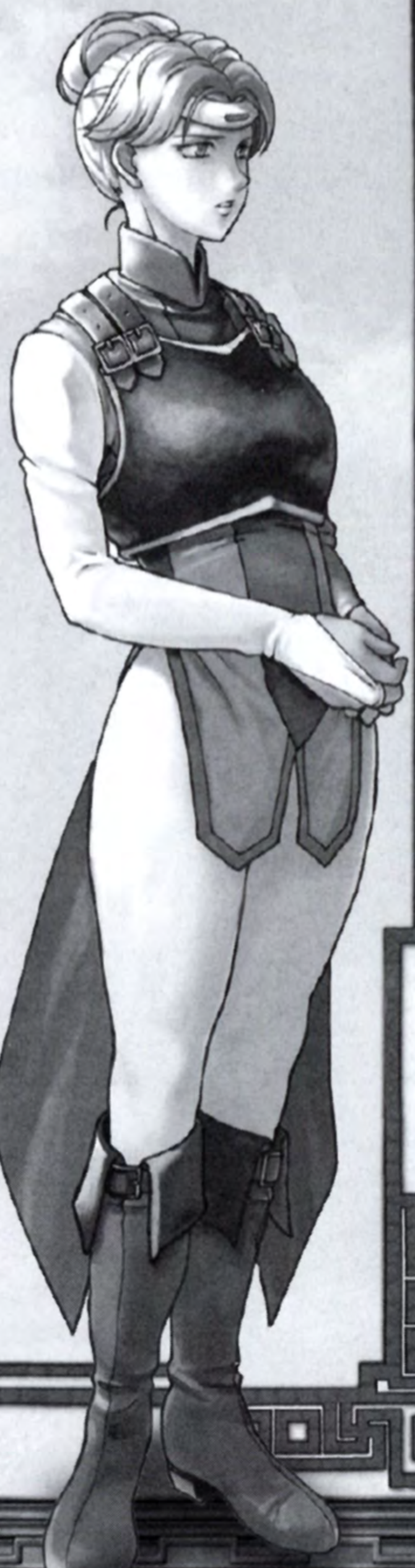
The following chart shows some examples of how the magical elements can work together.

Cooperative Attack

When certain characters in your party have reached a certain level of familiarity with each other, a special combination attack can occur.



Example of Cooperative Attack
Hero + Snowe ➡ Friendship Attack



There are many Cooperative Attacks to be discovered. Try out various battle party combinations to find them!

Status Indicators

Certain monster attacks, spells, and special abilities can alter a character's status.

Status Ailments

Shown below are the possible status changes that have negative effects.

Sleep

Stun

Heartbreak

Silence

Confuse

Unconscious

Poison

Bucket

Balloon

Status	Description	Cure
Unconscious	Cannot do anything in battle	Cure with item or magic
Poison	Gradually lose HP every turn	Cure with item or magic, or recover at end of battle
Sleep	Cannot do anything in battle	Receive damage or recover at end of battle
Stun	Cannot do anything in battle	Cure with item
Heartbreak	Cannot perform cooperative attack or defend another	Cure with magic
Silence	Cannot cast magic spells	Cure with item or magic
Confusion	Attack party members	Cure with item or magic, or wears off after time
Bucket	Accuracy decreases	Cure with item or magic, or recover at end of battle
Balloon	Three balloons remove party member from battle	Cure with item or magic

Status Enhancements

Shown below are the possible status changes that have enhancing effects.

Defense Up

Magic Defense Up

Attack Up

Magic Ability Up

Berserk

Evolution

Nullify Magic

Status	Description	Cure
Berserk	Increases attack and magic attack ability	Caused by item or enemy attack
Evolution	Increases magical ability	Caused by item
Defense Up	Increases defense	Caused by item or magic
Magic Defense Up	Increases magic defense	Caused by item or magic
Attack Up	Increases attack power	Caused by item
Magic Ability Up	Increases magic ability	Caused by item
Nullify Magic	Becomes resistant to magic spells	Caused by item or magic

Please note that all status enhancement effects will wear off over time. At the conclusion of a battle, all characters will lose any status enhancements they may have.

Sea Battles

Throughout the hero's journey, a number of major sea battles will arise. These battles consist of multiple ships battling it out on the open seas. Each of the ships have distinct attributes which are determined by their crews.

Ship Setup

Captain

A ship's mobility is determined by its captain. The higher the mobility, the faster the ship can take action.

Rune Cannon

The type and power of the Rune Cannon is determined by the crew member assigned to fire the ship's Rune Cannon.

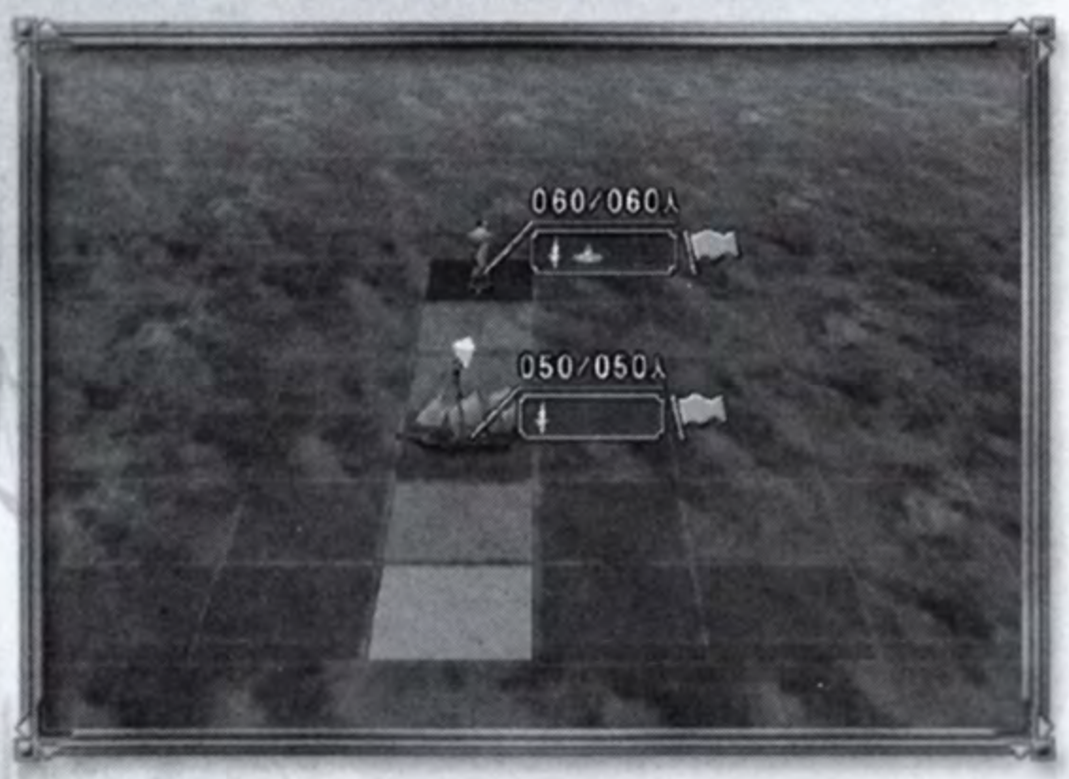
Fighters

These crew members command a certain number of underlings and are in charge of boarding the enemy ships, or defending a ship from being boarded.

Underlings

The Underlings, which make up the rest of the ship's crew, consists of all the sailors on a ship. The more sailors there are, the less the ship will be able to move. If the ship takes damage from an enemy Rune Cannon, the number of active crew members will decrease.

Sea Battle Commands



Highlight one of the ships under your command and press the ⊗ button to make the sea battle menu appear.

Press the △ button to be able to see the current Battle Progress, Victory Conditions or to leave the battle up your strategist.

Move

A ship can only move the number of squares indicated.

Fire Cannon

After the Rune type is selected, the Rune Cannon will be fired. The ship that takes a hit from the Rune Cannon will lose some of its active crew members.

If the ship is in position to return fire, it will be possible to select a Rune type and retaliate. When two Rune Cannons are fired at each other, the way the two Rune Shells interact will vary, depending on the attributes of the Runes fired.

Board

When two ships are adjacent to each other, it is possible to engage in hand-to-hand combat by boarding the other ship. The battle will continue until one side has won.

Surrender

Withdraw from the sea battle.

Standby

No actions are taken.

Detailed Report

View ship status.

A ship will be removed from a sea battle if the number of active crew members reaches 0, if the ship loses a boarding battle, or if the ship withdraws from battle.

One-on-One Duels

There are times when the hero's forces will have a one-on-one confrontation with the enemy. During these duels, the player must decide whether to choose "Attack," "Guard," or "Special" by carefully anticipating the enemy's next action. Listen carefully to what the enemy says, since this may provide a clue as to what the enemy's next move will be!

Under normal circumstances, when your opponent is going to "attack", you'll want to beat him to the punch by using a "special" technique; if he "guards", a good "attack" will break through; and "guarding" is the best medicine for a "special" technique.

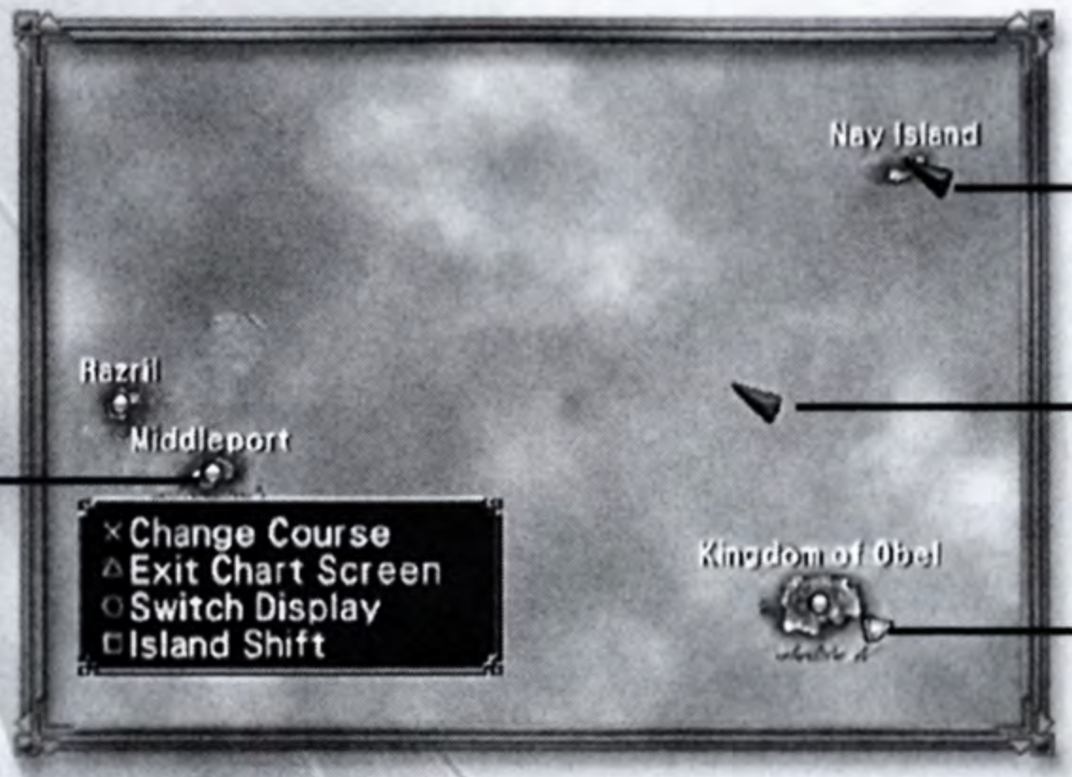
HP Guage

A "Full Power" technique can be performed once per battle, and is twice as strong. Choose your commands carefully.

Ship Travel

Throughout your adventure, you will be traveling at sea. Here are the controls for navigating your ship.

Press ⬆ to move your ship forward and ⬇ to decrease your ship's speed. To steer the ship press ⬅ and ➡ on the left analog stick. To make your ship sail faster, hold down the R1 button. Press the ◉ button to bring up the Sea Map. The Sea Map will show ports that have previously been revealed by the party as red dots.



On the Sea Map, press the ⊗ button to change the course of your ship. Your ship will be facing the direction that you chose when you leave the Sea Map. Hold down the ▣ button and move the left analog stick to toggle the cursor between the ports on your map. If there is a specific location that the party should be heading towards to advance the story, a blue cursor will appear on the map.

Make sure you guide your ship directly into a port if you want to dock. If you come in at an angle, you won't be able to land and will be forced to turn around.

Facilities

There are various shops and services scattered around each of the towns. Listed below are some of the major ones.

Item Shop

Buy and sell various items.

Armor Shop

Buy and sell various equippable armor.

Rune Master

Rune Orbs, which enable magic or other special abilities, can be taken to the Rune Master to have them attached to a character.

Blacksmith

The blacksmith can improve a character's weapons. The blacksmith can also enhance weapons by attaching Rune Pieces to them. Weapons equipped with Rune Pieces that overpower your enemy's Runes will result in greater damage inflicted.

Inn

After a long day's journey, it is a good idea to replenish your party's HP and MP by staying at an inn. Traveler's Orbs, which can be used to save your game, can also be found here.

Appraiser

Monsters sometimes drop unknown items. Take an unknown item to an appraiser to find out its worth.

Trading Post

Buy and sell tradable merchandise here. Look for deals to make a profit at other islands.

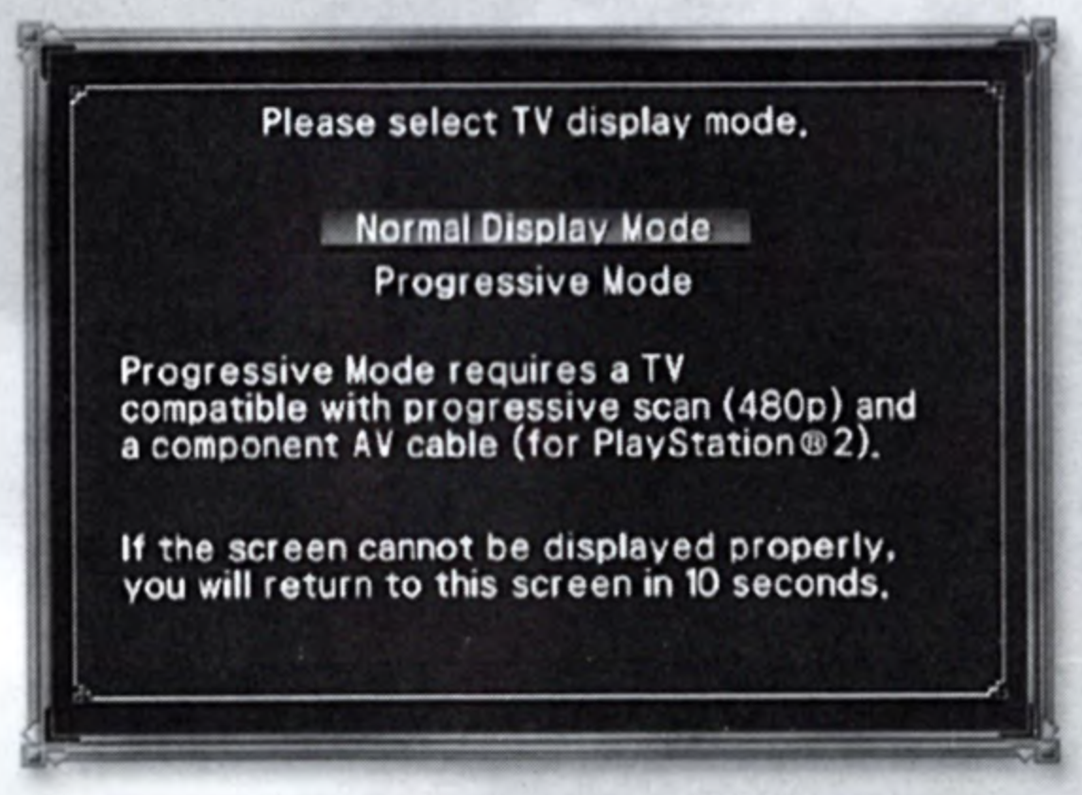
Lottery

Use your Lottery Tickets to spin the wheel and cast lots. The different colored balls give you better prizes

Progressive Scan Mode

This title supports Progressive Scan TVs (480p) when the PlayStation®2 is connected using a component AV cable (for PlayStation®2). Using a Progressive Scan TV will result in crisper images on the screen. Please refer to the hardware manual for instructions on proper connectivity.

Please read the instructions carefully and choose an option with the ⊗ button. If it does not display properly, please enjoy the game using the previous mode.



Opening & Ending Theme produced by coba

La Mer

coba: accordion
Kiyotsugu Amano: guitar
Yoshie: drums & percussion
Koji Yamaoka: programming
Recorded & mixed at UNA studio & little bach (Harajuku)
Recorded & mixed by Tatsuhiko Mori & Mitsuhiro Indo

Credits

Konami Computer Entertainment Tokyo, Inc.

SENIOR PRODUCER
Noritada Matsukawa

MAIN PROGRAMMER
Takayuki Kobayashi

SYSTEM SUPPORT PROGRAMMER
Noriaki Harada

BACKGROUND PROGRAMMER
Hideyuki Miyashita

EVENT SYSTEM PROGRAMMER
Osamu Komuta

BATTLE PROGRAMMER
Naoto Ohashi

NAVAL BATTLE PROGRAMMER
Shogo Wakasa

BATTLE EFFECT PROGRAMMER
Tomohiro Miyazaki

EFFECT PROGRAMMER
Hioraki Arai

CHARACTER DESIGNER
Junko Kawano

CHARACTER MODEL DESIGNER
Tsuguro Shimpo

MONSTER DESIGNER
Shuuhei Ikeda

STORYBOARDS
Jun Saito

BACKGROUND DESIGNER
Chieko Mukaiyama

SHIP DESIGNER
Kenta Kimura

MOTION DESIGNER
Yasuhiro Hayashi

EFFECT DESIGNER
Norihiro Terashi

EVENT MOVIE DESIGNER
Harumi Murakami

OPENING MOVIE DESIGNER
Takashi Tsuchiya

MUSIC BY
Coba
Masahiko Kimura

SOUND EFFECTS
Tatsumi Adachi

SOUND PROGRAMMER
Kenji Kawai

DIRECTOR
Masayuki Saruta

WRITTEN AND PRODUCED BY
Junko Kawano

Konami Digital Entertainment – America

PRESIDENT
Tommy Gotsubo

CHIEF OPERATING OFFICER
Geoffrey Mulligan

SENIOR VICE PRESIDENT –
SALES AND MARKETING
Catherine Fowler

VICE PRESIDENT – OPERATIONS
Linda Stackpoole

VICE PRESIDENT – PRODUCTION
Kurt Busch

SENIOR DIRECTOR – MARKETING
Rick Naylor

PRODUCT MANAGER
Dennis Lee

DIRECTOR – MARKETING COMMUNICATIONS
Cherrie McKinnon

ASSOCIATE PR DIRECTOR
Marc Franklin

ASSOCIATE MARKETING DIRECTOR
Brad Schlachter

ASSOCIATE DIRECTOR – CREATIVE SERVICES
Monique Catley

LOCALIZATION PRODUCER
Ken Ogasawara

LEAD LOCALIZATION REWRITER
John Saito

LOCALIZATION REWRITER
Mel Baltazar

PACKAGING AND MANUAL DESIGN
Scott Allen

SPECIAL THANKS
Mike Dobbins, Peter Nguyen, Brad Smith,
Matt Robinson, Brett Robinson, Daniel Castillo,
Kaz Nirasawa, Tetsuya Hiyoshi

150razril5

WARRANTY

Konami Digital Entertainment - America warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami Digital Entertainment - America
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

Become a KONAMI *Insider*

Go to www.konami.com/usa to register your KONAMI games and get exciting news and information from KONAMI.

When you register your game you will be automatically entered into monthly drawings to win FREE games!

An RPG Legend returns in Spring 2005

Ys

The Ark of Napishtim

PlayStation 2

Konami Digital Entertainment - America, 1400 Bridge Parkway, Suite 101, Redwood City, CA 94065
©2005 Konami Digital Entertainment, Inc. ©2003 Nihon Falcom Corporation. All rights reserved.
"SUIKODEN® is a registered trademark of KONAMI COMPUTER ENTERTAINMENT TOKYO, Inc. © 1995, 2005 KONAMI COMPUTER ENTERTAINMENT TOKYO. ALL RIGHTS RESERVED. KONAMI® is a registered trademark of KONAMI CORPORATION. © 2005 KONAMI CORPORATION. All rights reserved. Licensed by Sony Computer Entertainment America for play on PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

RATING PENDING

RP

Visit www.esrb.org for more ratings information.

ESRB CONTENT RATING www.esrb.org